### AQHA SHOT

**SHOT & VERSATILITY RANCH HORSE - RANCH RIDING**

**PATTERN 1**

**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #60 - SHOTIPLS - Intermediate Pleasure  
**DATE:** 04/02/2016

#### 1 Point Penalties:
- Over-bred
- Out of frame
- Too slow
- Gaping mouth
- Break of gait at Walk or trot for two (2) strides or less

#### 3 Point Penalties:
- Wrong lead
- Dropped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

#### 5 Point Penalties:
- Spurring in front of cinch
- Blandant disobedience
- Use of either hand to instill fear/panic
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between spinnale or any fingers between normal reins (except two rein)

**RUN CONTENT**

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**Penalty Total:**

- 70½
- SCR
- 54½
- 71
- 40½
- 70
- 72
- 60½

**Judges Signature:**

Allen Walton

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### SHOT & VERSATILITY RANCH HORSE - TRAIL

**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #62 - SHOT ITRL - Intermediate Trail  
**DATE:** 04/02/2016

#### POINT PENALTIES:
- Each hit, bite, or stepping on a leg, cone, plant or any component of the obstacle.
- Incorrect or break of gallop at walk or trot for two strides or less.
- Both front or hind feet in a single stride space at any walk or trot.
- Skipping over or falling to step into required space.
- Incorrect number of strides, if specified.
- One step on dismount or ground tie except shifting to balance.

#### 5 POINT PENALTIES:
- Stepping back in front of cone.
- Balking in circle.
- Use of either hand to instill fear/pause/more.
- Use of two hands (except in case of bit or hackamore) per maneuver.
- More than one finger between split reins or any fingers between normal reins (except two reins per maneuver)
- Knocking over, stepping on, or falling off of any obstacle.
- Dropping of an object required to be carried.
- No or 2nd cumulative refusal.
- Letting go of gate.

#### OFF-PATTERN (OPP): Cannot place above others who complete pattern correctly.
- Breaking pattern.
- Leaving arena before pattern is complete.
- 3rd refusal.
- No attempt to perform obstacle.
- Head consistently carried too low or over flexed.
- Repeated blatant disobedience.
- Fail to perform; run ends; credit will be given for work done.

#### DO:
- Lack of effort.
- Abuse.
- Illegal equipment.
- Disrespect or misconduct.
- Improper western attire.

#### FIUN CONTENT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. 
- 1/2 Extremely Poor.
- 1/2 Poor.
- 1/2 Good.
- 1/2 Very Good.
- 1/2 Excellent.

#### W/O 5 3 4 7 8 9 10

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<th>Tie-Breaker</th>
<th>Obstacle</th>
<th>Work Gate</th>
<th>Trot</th>
<th>Trot/box</th>
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<th>Lope Logs</th>
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**F:SCOTT ROGERS**  
**JUDGE'S SIGNATURE:** Allen Walton

Printed from HSW
### SHOT Versatility Ranch - Lubbock

**CLASS:** #62 - SHOT ITRL - Intermediate Trail

**DATE:** 04/02/2016

**SHOW:** AQHA

**Stock Horse of Texas Association**

**SHOT & VERSATILITY RANCH HORSE - TRAIL**

#### 1 Point Penalties:
- Each hole, bite, or stepping on a log, cone, plant, or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single stride space at walk or trot
- Skipping over or failing to step into required space
- Incorrect number or order, if specified
- One step on dismount or ground be exact shifting to balance

#### 5 Point Penalties:
- Spraying or front of change
- Blatant disobedience
- Use of either hand to assist head/paws
- Use of two hands (except to assist tri or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver
- Knocking over, stepping out of, or taking off of an obstacle
- Dropping an object required to be carried
- Tack or 2nd cumulative refusal
- Letting go of gate

#### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
  - Breaking pattern
  - Leaning arena before pattern is complete
  - 3rd refusal
  - No attempt to perform obstacle
  - Head consistently carried too low or ever fixed
  - Repeated blatant disobedience
  - Fat horse/riders: run and credit will be given for work done

#### DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

#### RUN CONTENT

Each horse/warden team is scored between 0-100 points and automatically begins the run with a score of 70 points

1 2 3 4 5 6 7 8 9 10

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#### Scoring Table:

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- Total
- Score

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- 2
- 68.5
- 9 58
- 71
- 71

**FIELDING ROGERS**

**JUDGE'S SIGNATURE:**

**ALLEN WALKER**

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### SHOT & VERSATILITY RANCH HORSE - REINING

#### 1 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall of fence when approaching a stop and/or rollback (except in Level 1: Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

#### 2 Point Penalties:
- Out of lead in the circle, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

#### 3 Point Penalties:
- Break of gait
- Freeze up or spin or rollback
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position

### RUN CONTENT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

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#### PENALTY TOTAL: 2
#### SCORE: 65 1/2

### Off Pattern (OP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fat horse/rider; run ends: credit will be given for work done

### PENALTY:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### SHOW: SHOT Versatility Ranch - Lubbock
### CLASS: #64 - SHOT IRNN - Intermediate Rein
### DATE: 04/02/2016

**FIELDING ROGERS**

**JUDGES SIGNATURE:**
### SHOT & VERSATILITY RANCH HORSE - REINING

**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #64 - SHOT IRN - Intermediate Reining  
**DATE:** 04/02/2016

**PENALTY:**
- 1/2 Point Penalties:
  - Making a circle or rolling a rollback at a trot for up to two strides
  - Delayed change of lead by one stride where the lead change is required by the pattern description
  - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1 Youth Reining Pattern #1)
  - Over-spin or under-spin up to 1/8 turn
- 1 Point Penalties:
  - Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle that the horse is out of lead
  - Over or under spinning 1/8 to 1/4 turn
  - Slipping rein
- 2 Point Penalties:
  - Break or fall
  - Freeze or spin or rollback
  - Failure to stop or walk before executing a loop or departure on trot-in patterns
  - Failure to stop or be in a stop prior to the first marker on run-in patterns
  - Failure to completely pass the specified marker before initiating a stop position

**RUN CONTENT**
Each horse/athlete is scored between 0-100 points and automatically begins the run with assigned 70 points
- 1 1/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent

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**FIELDING ROGERS**  
**JUDGE'S SIGNATURE:**
**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #63-SHOTIWCH-IntermediateWorkingCow  
**DATE:** 04/02/2016

### SHOT & VRH - LIMITED RANCH COW WORK (Amateur)

**Point Penalties:**  
- Loss of working advantage  
- Working out of position  
- Slipping run

**5 Point Penalties:**  
- Knocking down the cow without having a working advantage  
- Losing a cow while boxing

**6 Point Penalties:**  
- Siring in front of cinch  
- Siring disobedience

**Rule Violations (RP): Cannot place above others who complete pattern correctly:**  
- Curiosity trait  
- Repeated partial disobedience  
- Fall horse trainer; sun ends; credit will be given for working done  
- Schooling after entering the arena prior to calling for cow  
- Schooling horse between cows; if cow is awarded  
- Failure to attempt any part of the class

**DO:**  
- Unlawfulness  
- Abuse  
- Illegality  
- Misconduct  
- Improper western attire

### RUN CONTENT

Each horse/team is scored between 0-10 points and automatically begins the run with a score of 70 points:

- 0-10 Extremely Poor  
- 1-20 Very Poor  
- 21-30 Poor  
- 31-40 Good  
- 41-50 Very Good  
- 51-60 Excellent

#### Tie-Breaker

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>OP</th>
<th>BOXING</th>
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<tr>
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**FIELDING ROGERS**  
**JUDGE'S SIGNATURE**  

*Printed from HSW*
# AQHA SHOT

## American Quarter Horse Association

### SHOT & VRH - LIMITED RANCH COW WORK (Amateur)

**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #66-SHOT/WCH-Intermediate Working Cow  
**DATE:** 04/02/2016

### Point Penalties:
- Loss of working advantage  
- Working out of position  
- Sipping rein  
- Knocking down the cow without having a working advantage  
- Losing a cow while boxing  
- Spinning in front of a hook  
- Blistan disobedience  
- Use of either hand to assist your horse  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between metal reins (excepting rein) per maneuver

### Off-Pattern (OP) Penalties:
- Turning tail  
- Repeated blatant disobedience  
- Fall horse/ride; run and credit will be given for work done  
- Schooling after entering the arena prior to calling for cow  
- Schooling horse between cows, if new cow is awarded  
- Failure to attempt any part of the class

### RUN CONTENT

Each competitor team starts with 100 points and automatically begins the run with a score of 70 points.  
1 = Excellent, 2 = Good, 3 = Average, 4 = below average, 5 = Poor, 6 = Bad, 7 = Terrible.

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<th>FENCE</th>
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**Tie-Breaker**  

**Score**

**FIELDING ROGERS** Judge's Signature: [Signature]

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## AQHA SHOT
### Stock Horse of Texas Association

**SHOT & VERSATILITY RANCH HORSE - RANCH RIDING**

### Pattern 1

#### Off-Pattern (OP):
- Carrousel place above others who complete pattern correctly
- Breaking pattern
- Leaping arena before pattern is complete
- Repeated blatant disobedience
- Fail horse/rider, credit will be given for work done

#### DO:
- Lunaticness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### WO # OP

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<th>Trot</th>
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<th>Lope</th>
<th>Step &amp; Trot</th>
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**HORSE'S SIGNATURE:** Allen Walton

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